



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:	 
1 level = 8+ HCP (occasionally light), 5+ (occasionally 4) cards		Lead	In Partner's Suit			
2 level = 10+ HCP, 5+ cards	Suit	4 th w/ H, 2 nd w/o H, MUD	4 th w/ H, 2 nd w/o H, MUD			
Responses: 1/3 Level New Suit = F1, Cue = LR+;	NT	4 th w/ H, 2 nd w/o H, MUD	4 th w/ H, 2 nd w/o H, MUD			
	Subseq	4 th , Standard	4 th , Standard			
	Other: 0/1, A asks for ATT, K asks for CT			CATEGORY: GREEN		
				NCBO: Hong Kong, China		
				EVENTS: ALL		
				PLAYERS: Tse Yuet Sum, Chung Yu Kai (updated 27.6.2023)		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd : 15-18 HCP, Balanced;	Lead	Vs. Suit	Vs. NT			
Responses: System on	Ace	Ax, AK(+), AKJ+	Ax, AK(+), AKJ+			
Passed hand: Unusual, (5-4+)	King	Kx, KQ(+)	KQ(+)			
	Queen	QJ+, Qx	QJ+, AQT9(+)			
	Jack	Jx, JT+, HJT(+)	JT+, HJT(+)			
	10	Tx, T9x+, HT9(+)	T9x+, HT9(+)			
JUMP OVERCALLS (Style; Responses; Reopen)	9	9x	9x			
1-suit: Pre-emptive	Hi-x	Sx, xSx, xSxx(+)	xSx, xSxx(+)			
2-suit: 2NT: 2 lowest unbid, either weak or strong	Lo-x	HxxS(+), xSxx(x)	HxxS(+), xSxx (+)			
	SIGNALS IN ORDER OF PRIORITY			GENERAL APPROACH AND STYLE		
				5-cards+ M, 2/1 Game Forcing, Convenient minors, Strong 1NT		
				Forcing 1NT after 1M, open the higher ranking suit for 5-5 or 6-6		
				Strong 2♣		
				Walsh 1♦ (1♣ - 1♦ can be short)		
				Major Oriented, First X usually takeout		
				1NT Opening: 15-17, 5M/6m/5422 possible		
				2 OVER 1 Response: Always FG by an un-pass hand		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2-level cue: Michaels, either weak or strong	Suit	Partner's Lead	Declarer's Lead	Discarding	3NT = Gambling	
Jump cue-bid: ask stopper		1 ATT: Low = Encrg	CT: Low = Even	ATT: Low = Encrg	Vs Multi 2♦: 2♥/♠ = Natural; X = 13-15, balanced	
		2 CT: Low = Even	Suit Preference	CT: Low = Even	Vs Flannery 2♦: X = ♦ suit; 2♥ = t/o in ♥; others = natural	
	3 Suit Preference	ATT: Low = Encrg	Suit Preference		Vs 2♥ = both majors; X = balanced t/o; others = natural	
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 ATT: Low = Encrg	CT: Low = Even	ATT: Low = Encrg	Unusual vs Unusual	
X = Penalty, 2♣ = Both majors, 2♦ = Either major,		2 CT: Low = Even	Suit Preference	CT: Low = Even	Positive Free Bid	
2♥ = ♥ + m, 2♠ = ♠ + m, 2N = One minor, PH = DONT		3 Suit Preference	ATT: Low = Encrg	Suit Preference		
3X = Pre-emptive	Signals: UDCA, Low = Encourage/Even, High = Discourage/Odd			2-way Checkback after 1m-1M-1NT		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				(2♣ = Puppet to 2♦ then invite, 2♦ = FG)		
vs weak 2/3: X = t/o, Unusual vs Unusual				2♦ = both major		
vs Gambling 3NT: X = Penalty, 4♣ = t/o, 4♦ = Both M						
Vs high-level: cue/m = Majors, cue/M = oM + minor, 4N = 2 suiters	Doubles					
	TAKEOUT DOUBLES (Style; Responses; Reopening)					
	11+ HCP, [over m] promise 4-3 in Majors; [over M] promises 3 in oM					
	Or 16+ any distribution					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
Natural at 1 level except for 1NT	Negative Double: 4♥			1X - (X) - XX: Forcing Pass through 2NT		
Suction: X = Stolen Bid	Responsive Double: 3♠			1NT - (X) - P: Forcing to 2C		
♣ = D/H+S; ♦ = H/S+C; ♥ = S/C+D; ♠ = C/D+H	Maximal Double			Opening Str + Limit Raise: Forcing Pass at Game Level		
NT = C+H/ D+S (5/ 4-4+ at 1 level)	Against bid and raise below 3-level: Double = t/o oriented			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	Stolen Bid Double					
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner Double					
New Suit Force at 1-level, XX = 10+ HCP	Supportive Double					
1m - (X): inverted minor off, 2♥/♠ = WJS, 2NT = Jordan				PSYCHICS: Rare		
1M - (X): 2NT = Jordan, 3♣/♦ = FJS, 7-9 HCP						

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	3♠	11-21 HCP May open with 10 HCP 6 card good suit	1♦ = 2+♦ 1NT = 8-10 HCP, 2♦ = 5+♦ 4+♣, FG 2♣/3♣ = inverted minors, 2NT = inv 2♥/♠ = ♥/♠WJS. 3♦ = inv 3♥/3♠ = Splinter	2-way checkback, 4sGF, opener jump 2NT = GF After opener reverse, 2NT = Lebensohl	Inverted minor, WJS on 2-way checkback on
1♦		3	3♠	11-21 HCP May open with 10 HCP 6 card good suit	2♦/3♦ = inverted, 2♣ = 4+♣, FG 2♥/♠ = WJS, 2NT = inv, 3♣ = 6+ INV, 3♥/3♠ = Splinter	2-way checkback after 1m-1M-1NT	Inverted minor on, 2-way checkback on
1♥		5	3♠	11 – 21 HCP	1♠ = natural, 1NT = F1 2♣ = 2+ cards, FG, 2♦ = 5 card+, FG, 2♥ = 8-10 2♠ = Void SPL or strong jump in ♠, 2NT = Jacoby 2NT 3♣/♦ = Weak/ Strong Bergen Raise, 3♥/4♥ = PRE 3♠ = singleton splinter, 3N = 13-15, 4333, 4♣ = 16+, 4333 4♦ = Good Pre-emptive	After 1♥-2♥, New suit = Help suit game try, 3♥ = Blocking; After 1♥-2♠-2NT-3m/3♠ = Void splinter After 1♥-2♠-2NT-3♥/3NT = SJS in ♠, semi-solid/ solid	1NT = Semi-Forcing 2-way Reverse Drury 1M – 3m = FJS, 7-9 HCP
1♠		5	3♥	11 – 21 HCP	1NT = F1; 2♣ = 2+ cards, FG; 2♦ = 5 card+, FG 2♠ = 8-10; 2NT = Jacoby 2NT 3♣/♦ = Weak/ Strong Bergen Raise, 3♥ = Any splinter 3♠/4♠ = PRE; 3N = 13-15, 4333, 4♣ = 16+, 4333 4♦ = Good Pre-emptive	Similar as 1♥ 1♠ - 2♠ - 3♠ = Blocking 1♠ - 3♥ - 3♠ - 3NT = Void splinter	same as 1♥
1NT				15 – 17 HCP may have 5M/6m/5422	2♣ = Stayman, Smolen, 2♦ = Walsh Relay/ Jacoby Transfer, 2♥ = Jacoby Transfer, 2♠ = MSS or weak ♦; 2NT = weak ♣ or any 4441 FG 3♣/♦ = invite, 3♥/3♠ = 55+M inv/FG, 4♣/4♦ = South African Transfer, 4♥/4♠ = To play, 4N = Quantitative	Being doubled, XX = single m or both M 2♣ = ♣ + any, 2♦ = ♦ + M, 2♥/♠ = NF After XX, 2♣ = catch all, 2♦ = 3+♣ & equal length in M	1NT - 2♦ - 2♠ = super accept 1NT - 2♥ - 2N = super accept
2♣	√	0		Strong hand (8.5+ playing tricks, 23+ HCP)	2♦ = 0/1 ctrl, 2♥/2♠/2NT = 2/3/4+ ctrl; 3X = 6+ suit with 2 honours, 3NT = any 6+ solid suit		D0P1/R0P1
2♦	√	5		Weak ♥+♠ (any 5-4)	2NT=asking, 2♠/3♥/♠/4♥/♠ = To play, 3♣/♦ = NF		
2♥		5		Pre-emptive	2♠ = F1; 2NT = Ogust; 3♣/3♦ = F1; 3♥ = NF 3NT = to play		4 th seat, 6 cards, 10-13 HCP
2♠		5		Pre-emptive	2NT = Ogust; New suit = F1; 3NT = to play		4 th seat, 6 cards, 10-13 HCP
2NT				20 - 21 HCP	3♣ = romex stayman, 3♦/3♥ = transfer, 3N = 0-4, 6+m 3♠ = pup 3NT, to play or SI in minor, 4♣/4♦ = South African Transfer, 4♠/NT = invite to 6N w/ or w/o 5-card minor		
3♣/♦		5		PRE	New suit = 5+ cards, F1	HIGH LEVEL BIDDING / CUE-BIDDING	
3♥/♠		6		PRE	New suit = 5+ cards, F1	RKC (14-03-2-2), D0P1	Cue-Bidding
3NT	√	7		14-17, 7+ minor deny 3 cards M	4/5♣ = p/c, 4♦ = ask stiffness, 4♥/4♠ = to play	Quantitative 4NT	1) 1 st or 2 nd control in unbid suits
4♣/♦		7		PRE		Grand Slam Forcing	2) A or K (maybe Q) in partner's suit
4♥/♠		7		PRE			3) 2 of AKQ in self suit